



SHOW: JPH March
CLASS: Open / Cowboy
DATE: 3/17/19

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Stop	3 1/2 L	stop	3 1/2 R	center stop	back	RoO 1/2	LoO 1/2	stop	back				
487	PENALTY														
	CONTENT	-1/2	-1/2	-1	0	-1/2	0	0	0	-1/2				67	
432	PENALTY				2					5			7	62 1/2	
	CONTENT	0	+1	0	-1	0	0	+1/2	0	-1					
452	PENALTY							3 (OO L)					3	67	
	CONTENT	-1/2	+1/2	0	+1/2	+1/2	0	-1	0	0					
440	PENALTY				1/2					1			1 1/2	71	
	CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	0	0	+1/2					
446	PENALTY									1			1	65	X
	CONTENT	0	0	0	+1/2	-1/2	0	-1	-1	-1					
454	PENALTY		1/2		1/2								1/2	71	
	CONTENT	0	+1/2	+1/2	+1/2	+1/2	0	0	-1/2	+1/2					
140	PENALTY			1/2				1					1 1/2	65	X
	CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	-1	-1/2	0					
475	PENALTY													68 1/2	
	CONTENT	0	0	0	0	-1/2	0	0	0	-1					

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

R.A. Baker

AQHA

AMERICAN QUARTER
HORSE ASSOCIATION



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

SHOW: JPH March
CLASS: Open / Cowboy
DATE: 3/17/19

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Stop	3/2L	stop	3/2R	center stop	back	RoO4	LoO4	stop	circle				
426	PENALTY		1/2			2		5	22	12					
	CONTENT	-1/2	-1 1/2	-1	0	-1	-1/2	-1	-1	-1			14 1/2	48	X
427	PENALTY														
	CONTENT	-1/2	0	-1/2	0	-1	0	-1/2	-1/2	-1/2				66 1/2	
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
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	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

R.A. Baker

12.17



VERSATILITY RANCH HORSE - REINING

SHOW: JPH

CLASS: Non Pro Am

DATE: 3/17/19

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
		1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker													
		Maneuver Description													
		Stop	3/2L	Stop	3/2R	center stop	back	RoO 1/2	LoO 1/2	stop	back				
	166	PENALTY		1/2				2							
		CONTENT	-1/2	-1/2	0	-1/2	-1/2	0	-1	0	0		2 1/2	64 1/2	
	425	PENALTY		2											
		CONTENT	-1/2	-1	+1/2	+1/2	0	0	0	0	+1/2		2	68	
	455	PENALTY													
		CONTENT	-1/2	0	0	0	+1/2	0	0	-1/2	-1/2			69	
	165	PENALTY													
		CONTENT	-1	0	-1/2	-1/2	-1/2	0	-1/2	-1	-1		1	63	X
	498	PENALTY													
		CONTENT	-1	-1/2	0	0	+1/2	-1/2	+1/2	+1/2	0			69 1/2	
	421	PENALTY													
		CONTENT	-1/2	-1	-1	0									X X
	164	PENALTY													
		CONTENT	0	0	+1/2	0	0	0	-1	0	-1			66 1/2	X
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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SHOW: SPH March
CLASS: OKSHA Green Horse
DATE: 3/17/19

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Stop	3/2L	stop	3/2R	center stop	back	R 0 1/2	L 0 1/2	stop	back				
486	PENALTY					1/2		2		22			6 1/2	57 1/2	
	CONTENT	-1	-1/2	-1	-1/2	-1	0	-1/2	-1/2	-1					
482	PENALTY								122	12			8	53 1/2	
	CONTENT	-1	-1	-1	-1	-1	-1/2	-1	-1	-1					
407	PENALTY								122				5	60 1/2	
	CONTENT	-1/2	-1/2	-1	-1/2	-1/2	0	0	-1	-1/2					
449	PENALTY								122	2			7	58 1/2	
	CONTENT	-1/2	-1/2	-1	-1/2	-1/2	0	-1	-1/2	0					
474	PENALTY									3			3	61	
	CONTENT	-1	-1	-1/2	-1	-1/2	0	-1/2	-1	-1/2					
412	PENALTY	2	OP 4 1/2		OP 4 1/2			22					6	58	X
	CONTENT	-1/2	-1/2	-1/2	-1/2	-1	0	-1	-1	-1					
485	PENALTY	2											2	59	
	CONTENT	-1	-1	-1/2	-1	-1	-1/2	-1	-1	-1					
	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

RA Baker



VERSATILITY RANCH HORSE - REINING

SHOW: JPH March
CLASS: 1st Non Pro Amateur
DATE: 3/17/19

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8	9	10				
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
		Tie-Breaker													
		Maneuver Description													
	405	Stop	3/2L	stop	3/2R	center stop	back	R=0 1/2	L=0 1/2	stop	stop				
		PENALTY													
		CONTENT	-1	-1/2	-1	-1	-1	0	-1/2	-1	-1 1/2		2	58	X
	404	PENALTY					2		2	2					
		CONTENT	-1	-1	-1	-1	-1	-1/2	-1/2	-1/2	-1		6	50 1/2	
	481	PENALTY													
		CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	0	-1/2	-1/2			67	
	411	PENALTY							1/2						
		CONTENT	-1	-1	-1	-1	-1	0	-1/2	-1/2	-1		1 1/2	62 1/2	
	406	PENALTY	2												
		CONTENT	0	0	0	0	0	0	0	0	0		2	48	
	470	PENALTY	1/2												
		CONTENT	-1/2	-1/2	-1	-1/2	-1	0	0	-1/2	-1/2			65	
	446	PENALTY				1/2									
		CONTENT	+1/2	0	+1/2	0	+1/2	+1/2	0	0	+1/2		1 1/2	72	
	417	PENALTY													
		CONTENT	-1/2	+1/2	0	+1	-1/2	0	0	OP - 1/2	-1/2			70	X

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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VERSATILITY RANCH HORSE - REINING

SHOW: JPH March
CLASS: Ltd Non Pro Am VPR
DATE: 3/17/19

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Stop	3/2L	stop	3/2R	center stop	back	RoO	4/8	LoO	4/8	stop			
	150	PENALTY													
		CONTENT	0	+1	+1/2	+1/2	+1/2	+1/2	0	0	0			73	X
	416	PENALTY		1											
		CONTENT	-1/2	-1	-1/2	+1/2	-1/2	0	0	0	0		1	67	
	459	PENALTY													
		CONTENT	+1/2	+1/2	0	-1/2	0	0	5		3		8	60 1/2	
	144	PENALTY													
		CONTENT	0	+1/2	-1/2	OP 1/2	0	0	+1/2	0	0	0		69 1/2	X
	401	PENALTY													
		CONTENT	-1	-1	-1/2	-1/2	-1	0	-1/2	-1	-1		3	59 1/2	
	471	PENALTY													
		CONTENT	-1	+1	-1/2	0	+1/2	0	+1/2	0	0			70 1/2	
	427	PENALTY													
		CONTENT	-1	-1/2	-1	0	-1	0	0	-1/2	-1 1/2		3	61 1/2	
	169	PENALTY													
		CONTENT	0	-1/2	-1/2	OP	-1/2	-1/2	0	OP-00	-1/2	-1/2		60 1/2	X

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

R. A. Ball



VERSATILITY RANCH HORSE - REINING

SHOW:	JPM March
CLASS:	QRSHA Nov Reining
DATE:	3/17/19

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Stop	3/2L	stop	3/2R	center stop	back	R 0 1/2	L 0 1/2	stop	stop				
168	PENALTY	1/2							1	2			3 1/2	61 1/2	
	CONTENT	-1	-1	-1	-1	-1/2	0	0	-1/2	0					
402	PENALTY					1/2		1/2					3 1/2	60	
	CONTENT	-1	0	-1	-1/2	-1	0	-1	-1	-1					
414	PENALTY									3			3	60	
	CONTENT	-1	-1	-1	-1	-1	-1/2	+1/2	-1	-1					
433	PENALTY	1/2	OP 50					OP	3				8 1/2	52 1/2	X
	CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1					
438	PENALTY								2				2	66 1/2	
	CONTENT	-1/2	0	-1	0	0	0	0	0	0					
176	PENALTY	1/2 20	1		OP 4 1/2			120	rim 2				12	50 1/2	X
	CONTENT	-1/2	-1	-1		-1	0	-1	-1	-1					
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

LABal



VERSATILITY RANCH HORSE - REINING

SHOW:	JPH March
CLASS:	Youth
DATE:	3/17/19

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		Stop	3/2L	stop	3/2R	center stop	back	R004	L004	stop	back				
	448	PENALTY				1/2		32					5 1/2	57 1/2	
		CONTENT	-1/2	-1	-1	-1/2	-1	0	-1	-1	-1				
	448	PENALTY												69	
		CONTENT	-1/2	0	0	0	-1/2	0	0	0	0				
	429	PENALTY				1/2				22			4 1/2	56	
		CONTENT	-1 1/2	-1 1/2	-1 1/2	-1	-1	-1	-1/2	-1/2	-1				
	403	PENALTY												70	
		CONTENT	+1/2	0	+1/2	0	-1/2	0	0	0	-1/2				
	418	PENALTY		1/2	2								2 1/2	68 1/2	
		CONTENT	-1/2	+1/2	+1/2	0	0	0	0	0	+1/2				
	447	PENALTY	2							1			3	67 1/2	
		CONTENT	0	+1/2	0	+1/2	0	-1/2	0	0	0				
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

L.A. Baker